

Q1

Name Type of assembly

- A. Private,shared assembly ====answer
- B. Public ,protected assembly
- C. All the above
- D. None

Q2

In Shared Assembly every project will have local copy

- A. True
- B. False ===answer

Q3

In Private Assembly every project will have local copy

- A. True ===answer
- B. False

Q4

For shared Assembly you have to generate Strong name

A.true ===answer

B. False

Q5. Strong Name includes the

- A. only name of the .net assembly,
- B. only version number,
- C. culture identity, and a public key token
- D all the above ===answer

**Shared Assemblies are installed at:**

- A. System Assembly Cache
- B. Global Assembly Cache ===answer**
- C. Machine Assembly Cache
- D. Windows Assembly Cache

A.

Q6

To create a key pair command is

- A. sn -k ==answer
- B. sn-k
- C. ns -k
- D. none

Q8

Command to move dll file in shared location

- A. gacutil/i dllfilename ===answer
- B. gc
- C. gacutil/i
- D. none

What are delegates?

- B. Value Pointer
- C. Function Pointer ===answer
- D. Pass By Reference
- E. Pass By Value

Q9 Generics provide better performance because they do not result in boxing or

unboxing penalties when storing value types.

- A. True ==answer
- B. False

Q10 Generics are not type safe because they can contain different type you specify.

- A. True
- B. False ===answer

Q11

To help overcome the limitations of a simple array, the .NET base class libraries ship with

- A. Thread class
- B. Collection class ===answer
- C. None

D. Connection class

Q12

collection classes are built to dynamically resize themselves on the fly as you insert or remove items

- A. True ===answer
- B. False

Q7 ArrayList is in namespace

A.System

B.System.Collection ==== answer

c. System.Collection.Generic

d. none

Q13

Q15

When creating a C# Class Library project, what is the name of the supplementary file that Visual Studio.NET creates that contains General Information about the assembly?

- A. AssemblyInfo.xml
  - B. AssemblyInfo.cs ==answer**
  - C. AssemblyInformation.cs
  - D. AssemblyAttributes.cs
- Q16

## QUESTION 1.

Which of the following is a value type, and not a reference type?

- A. array
- B. delegate
- C. enum ===answer**
- D. class

Q17

**QUESTION 2.****What is the difference between Overriding and Overloading?**

- A. Overriding, same name with different return type and overloading same name with different argument
- B. Overriding is dynamic, overloading is static
- C. Overriding, same signature with different definition, overloading has different signature**  
===answer C
- D. All the above

Q18

**A reference to a reference-type instance requires how many bytes?**

- A. 2 bytes
- B. 4 bytes**
- C. 8 bytes
- D. 16 bytes

Q19

**Which of the following is the C# escape character for Null?**

- A. \n
- B. \0** ===answer
- C. \f
- D. \v

Q20

**Which keyword is used in C# to prevent a class from being inherited by another class?**

- A. override
  - B. protected
  - C. sealed** ===answer
- NotInheritable

Q21

**C# types are defined in \_\_\_\_\_, organized by \_\_\_\_\_, compiled into \_\_\_\_\_, and then grouped into \_\_\_\_\_.**

- A. files, modules, namespaces, assemblies
- B. files, namespaces, assemblies, modules
- C. files, assemblies, namespaces, modules
- D. files, namespaces, modules, assemblies === answer**

Q22

**What is Boxing?**

- A. The conversion of a value type to an object instance ===answer**
- B. The conversion of an object instance to a value type.
- C. The conversion of a value type to reference type.
- D. The conversion of a reference type to a value type

Q23

**Which of the following is true for a special member of the class namely 'this'**

- A. this cannot be used in a static method
- B. this cannot be used in a class A to access a member of class B
- C. The this member can never be declared: it is automatically implied when you create a class
- D. All the above are correct ===answer**
- E. None of above